For Fuminori,

first Oscurian on Enascentia and peerless Player because you gave me so much without asking anything in return and even if you left us, you also left much in my soul.

For Paniele.

for being a true travel companion through the world of fantasy, who can always make me smile, the kind of companion you always want by your side.

Solding





Author: Edoardo Dalla Via

Credits

Published by GG Studio

Production: Gionata Dal Farra

Graphics and Layour: Matteo Cossa and Luca Basile

Translation: Annual Guarnieri

Cover: Dimoney

Inside Graphics: Aimee Pepper, Alison Kaho Chan, Andrea Danielson, Antonio Bonanno, Dinmono, Vsika "Sakuyasworld", Lia "Pechan"
Perrose, Wen Yu Li

Rknowledgements

Thank you to all players, supports, fans, intrigued readers... to all those who come to Enascentia. You have made me a valuable gift, that of your time, and you deserve at least to be thanked for this.



This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com.

Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group.

Used with permission.
Pinnacle makes no representation or warranty as to
the quality, viability, or suitability for purpose of this product.

©2015 GG Studio, Enascentia and all related marks and logos are trademarks of GG Studio. All Rights Reserved.

Produced under license by Studio 2 Publishing, Inc. The Studio 2 logo is a trademark of Studio 2 Publishing, Inc.



Contents

| Chapter 1 | The Braska Volcano65 |
|---|--|
| Enascentia's Origins6 | Durandia - Capital of the |
| | Followers of the Mosaic 66 |
| The Creators8 | Jandia - Capital of the Janahs 66 |
| A New Way11 | Jundali - Capital of the |
| The Kami of the Void12 | Guild of Free Trade67 |
| The Emergence of the Faceless Ones 16 | Kartali - City of Joy68 |
| The Consequences21 | Luminia - Capital City of the Lumians. 74 |
| | Menuria - Capital City of the Menoosh 75 |
| Chapter 2 | Oscuria - Capital City of the Oscurians 76 |
| Hidden Lore24 | The Rallenok Mountains77 |
| | The Sijang Road77 |
| Overthrow of the Royal Races26 | The Silent Plain |
| The Faceless Ones31 | Ve ve m |
| The Blazing Arrow34 | Si Ax - The Eastern Continent81 |
| Forms of Government35 | the Breath of Gromsh |
| Chantar Z | 71 Cridara 82 |
| Chapter 3 | Dunesia - The Senduar Capital 82 |
| The Lost Tribes | Felinea - The Ferua Capital |
| First Generation | The Forest of Melvor |
| Creating a Lost Tribe Character | Grol - The Gromsh Capital84 |
| Second Generation | Kor'Maresh - The Warlords' Capital 85 |
| Is that all?53 | Melvor86 |
| | Mesa Atminas - Memories Wood 86 |
| Chapter 4 | The Rijia Jungle88 |
| Geography54 | The Varnha Desert |
| | Si-Neb - The Southern Continent89 |
| Artanty - the Northern Continent56 | The Fogfield |
| Clamatis - Capital City of the | Fourth Dream90 |
| Defenders of Free Will56 | Mehara Mountains |
| Claw Pass | Nu'Rok - The Rok'Nar Capital92 |
| Ereldia57 | Rocky Marshes |
| Khrone - Capital City of the Kronoss 59 | Shjren |
| Legis61 | The Temple of Sennonga |
| Merrinock - Capital of the Inquisition | Where the Great Embrace takes place 93 |
| of the Blazing Arrow62 | Thorny Grand Canyon |
| Peaks of the Moon63 | Sit-Tabthi - The Inland Continent94 |
| Whisp - Capital of the Whisplings 63 | |
| Dejama - the Western Continent64 | |
| Archipelago of Wenma | |

| unapter o | |
|---|---|
| Tools of the Master | 98 |
| Setting Up One or More Sessions | 100 |
| Enascentia's Flavor | 102 |
| Recreating the Flavor | 102 |
| Adventure Themes | 103 |
| Playing the Genesis | 103 |
| Post-Genesis Games | |
| Adventure Hooks | 109 |
| Identifying a | |
| Magical Object | 116 |
| Detect/Conceal Arcana | |
| Chapter 6 | |
| | 110 |
| Adventures | 118 |
| The Awakening | |
| Plot Point Campaign | 120 |
| Act I - The Journey | 120 |
| Playing a Rok'Nar | |
| in The Awakening | 121 |
| Act II - The Alchemist | 125 |
| Joining the Guild of Free Trade | 126 |
| , | |
| Act III - The Components | 128 |
| Act III - The Components | 128 |
| Act III - The Components | 128 |
| Act III - The Components | 128 150 133 135 |
| Act III - The Components | 128 150 133 135 |
| Act III - The Components | 128 150 133 135 |
| Act III - The Components | 128 150 133 135 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle | 128 130 133 135 137 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector | 138 139 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle | 138 139 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector | |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind | 137 138 139 143 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic | |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords | 138 137 138 139 143 146 147 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning. Final Act | 138 137 138 139 143 143 146 147 148 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning | 137 138 139 143 146 147 148 151 |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning Final Act Epilogue Taking Stock Savage Tales | |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning Final Act Epilogue Taking Stock | |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning Final Act Epilogue Taking Stock Savage Tales | |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning. Final Act Epilogue Taking Stock Savage Tales Genesis - Single Tribe | |
| Act III - The Components Act IV - The Client Act V - The Return Act VI - The Informant Joining the Inquisition of the Blazing Arrow Parvati Mina Leaves, working principle Act VII - The Collector Act VIII - Black Whirlwind Joining the Followers of the Mosaic Joining the Warlords Act IX - The Day of Reckoning Final Act Epilogue Taking Stock Savage Tales Genesis - Single Tribe Genesis - Mixed Tribes | |

Chapter 7

| 3estiary | 168 |
|-------------------------------------|-----|
| Variations of the Bestiary | 170 |
| New Bestiary | 171 |
| Pregenerated Characters | |
| Archetypes of | |
| Pregenerated Characters Race | 213 |
| Archetypes of | |
| Pregenerated Characters Profession | 215 |
| Ferua Pregenerated Characters | 216 |
| Gromsh Pregenerated Characters | 219 |
| Janah Pregenerated Characters | 223 |
| Kronoss Pregenerated Characters | 226 |
| Lumian Pergenerated Characters | 230 |
| Menoosh Pregenerated Characters | 234 |
| Oscurian Pregenerated Characters | 237 |
| Rok'Nar Pregenerated Characters | 240 |
| Sergar Pregenerated Characters | |
| • Whispling Pregenerated Characters | 246 |



Enascentia's Origins

In the beginning, there was a void. Absolute nothingness. A formless union of darkness and silence. Then, the first sounds, savage and merciless, and the first images tore apart that dark veil. A maelstrom of color and sound invaded and overwhelmed his mind, and encountered no resistance. Gradually, the noise gave way to silence; that which was blurred and confused became crystal clear.

Cold, wind, mountains. Those were the first concepts he brought into focus and connected them to those he already possessed. Confused, he had no memory of past actions or things he wished to accomplish. He was chilled to the bone, wind lashed solves his body, mountains surrounded him. And snow. Snow ruled over everything. It heralded the cold, rode the wind, owned the mountains.

Nyuzhe took his first hesitant steps away from the smooth round stone on which he was standing and sank into the snow that covered everything on that strange stone. So perfect in its simplicity, it was the only thing the white ruler of these pieces could not dominate. He felt the bite of the cold again. His clothing was not suitable for this that, and he had no idea why he was there. He pushed his long black hair away from his eyes, but the could see around him were mountains and snow. And a single figure wrapped in heavy parsas furs, with long black hair flowing over his shoulders and a halberd in each hand. The stranger threw one halberd at his feet; his movement was so natural, casual and effortless that the word por must have been made of a light material.

"Pick it up!"

"Who...?" The word erupted from his lips, thunderous, deep and so grim, and shocked him into silence. He was hearing the sound of his voice for the first time, and he liked it.

"Who are you to address your words to me as if you were my peer?" His lips —and his body—were growing numb with cold, and his tone was less intimidating than he hoped it would be. But he would have time later to deal with this.

"You're wrong!" Yes, that was the tone he was looking for: curt and sharp. He really had trained himself well. "I'm not your equal, not at all."

"Good. At least we're making things clear from the start. Come on, throw me a fur."

"I'm not your equal. I'm superior to you in everything." The stranger gripped his halberd with both hands and turned its blade toward the Newly Generated. "Pick it up. I'm not going to repeat myself."

"What if I don't?"

"You will." The stranger threw himself screaming at Nyuzhe. He was frozen to the core, not because of the snow, but because of the fear growing in his heart. It soon turned to panic, fueled by each new step of the armed madman until it became sheer terror. It finally took hold of him, and his opponent's prediction soon came true because his hands locked onto the halberd, which was anything but light.

Its weight was unfamiliar; he couldn't remember ever brandishing one before, but he thought —knew— he could use it. It did not matter, in any case, because if he could not use it, he would soon be dead. After his opponent's first lunge, however, he was still alive, still wielding the weapon,

which he was using skillfully, parrying blows with relative ease. He was certainly going to examine this newfound talent of his in depth. Metal screamed against metal; it cut through the air with a hiss, and the wood flexed with each lunge, but his strikes were repelled masterfully by his challenger. Then the fur-clad stranger struck him.

Luckily for Nyuzhe, the omnipresent layer of snow was the target, not him. Astonished, he stared at the snow melting around the halberd's gleaming blade. He could not understand how or when it happened, but the blade was now white-hot, and he could hear a faint buzzing sound coming from it. The two men studied each other, on guard. The snow never managed to settle on the blade because it turned into steam before it could even touch it. The wind was still lashing against them both, like thousands of needles sinking into every inch of exposed skin. The Newly Generated's expression clearly indicated his acute discomfort, and his opponent was quick to notice.

"Enough. You know how to fight."

"You bet I do!"

"ENOUGH!"

Nyuzhe did not kneel consciously; his body did it for him. Every fiber of his body surrendered immediately, almost reflexively. It was not even terror driving him now; his will had simply shattered like crystal.

"There's a time for arrogance, novice, and a time for humility."

Nyuzhe could hear the man but could not look at him because he could not move a single muscle. "For now, embrace yourself with humility. You'll know the former."

No matter how hard Nyuzhe tried, he could find no words. Using all his strength for a single movement, he managed to nod.

"Good. You're a fast learner. I had to kick the last one into the river." That was certainly not an enticing prospect. "As I was saying, you can fight. Thich is good. You also seem to be quick-thinking and you listen. You'd be surprised how many as at know even how to do this. So, young man, try to best exploit your talent and keep those appenlages on either side of your skull well open. You're a Janah. Like me and your kin, you've been go re rated for one purpose only: to fight. And to always keep your head high wherever you go. You'll set goals for yourself and face obstacles, and you'll achieve the first and overcome the latter prost of the time. Savor your victories and learn from your defeats...you won't find better teach the snow was settling once more on the halberd's blade. "That's not all, though. What's your "me, novice?"

"Nyuzhe, sir." Until he heard the sound of his voice, he was not sure if he could move his lips yet.
"You aren't alone in that hard skin of yours, Newly Generated. You'll never be alone. The body of a Janah holds two distinct entities joined at the Genesis. I'm now speaking through the first entity, the most moderate one that deals with appearances, but inside me —and you— there's also an uncontrollable presence, whose hunger knows no limits, an indomitable spirit that will lead you to your most arduous victories.

"Get to know your other self, Nyuzhe. Let it surface from time to time, let it decide for you both occasionally. Once you two become good friends, nothing will stop you. Until then, however, be cautious when you approach him. Come, cover yourself."

The stranger threw Nyuzhe a blanket, and he picked it up with trembling hands. He shook the snow off before immersing himself into its long-awaited warmth...which actually took a little longer to take effect.

"We will now go to the village, down in the valley, and I'll teach you a menial job. You will hunt for food, carry out the tasks I give you and learn how to make your two entities talk to each other. Is that all clear?"

"Yes, master, it is."